

BO RUBERG, Ph.D.

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CV TABLE OF CONTENTS (overview)

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EMPLOYMENT (academic & related)

2020 – present	Associate Professor, University of California, Irvine Department of Film and Media Studies and Ph.D. Program in Visual Studies School of Humanities Affiliate faculty (0% appointment) in Department of Informatics Co-Director: Critical Approaches to Technology and the Social lab (2017 – present)
2017 - 2019	Assistant Professor, University of California, Irvine Department of Informatics Donald Bren School of Information and Computer Sciences Core faculty in Ph.D. Program in Visual Studies
2015 - 2017	Provost's Postdoctoral Scholar, University of Southern California Interactive Media and Games Division, School of Cinematic Arts USC Society of Fellows member; teaching fellow
2010 - 2015	Graduate Student Instructor, University of California, Berkeley Instructor of record (solo instructor) for Departments of Comparative Literature, New Media, Gender and Women's Studies, History of Art, and American Cultures
2005 – 2009	Technology journalist, <i>The Village Voice</i>, <i>Wired</i>, <i>The Economist</i>, <i>Forbes</i>, etc. Freelance reporter covering video games and technology with a focus on gender and sexuality for a variety of prominent mainstream publications

EDUCATION

2015	Ph.D., University of California, Berkeley Department of Comparative Literature Certification in New Media from Berkeley Center for New Media Certification in Women, Gender, & Sexuality from Department of Gender Studies
2007	B.A., Bard College Double majors in Creative Writing and Literature, minor in Gender & Sexuality Studies

BOOKS (single-authored monographs)

2022	Ruberg, B. <i>Sex Dolls at Sea: Imagined Histories of Sexual Technologies</i> The MIT Press, Media Origins series, book length 290 pages
2020	Ruberg, B. <i>The Queer Games Avant-Garde: How LGBTQ Game-Makers Are Reimagining the Medium of Video Games</i> . Duke University Press, book length 269 pages. Winner of the 2021 Stonewall Book Award, a national honor awarded to a work of outstanding LBGTQ non-fiction.
2019	Ruberg, B. <i>Video Games Have Always Been Queer</i> New York University Press, Postmillennial Pop series, book length 271 pages

In progress Ruberg, B. *Video Games to Play after the End of the World: Queer Visions of the Post-Apocalypse*. Under consideration with Duke University Press, Power Play series.

BOOKS (edited volumes)

- 2023 Brewer, J., **Ruberg, B.**, Cullen, A., Persaud, C. (editors). *Live Streaming Culture*
The MIT Press, book length 100k words, publication scheduled spring 2023; volume contains an original scholarly introduction authored by Brewer, Ruberg, Cullen, and Persaud and 20 chapters both peer-reviewed and edited by Brewer, Ruberg, Cullen, and Persaud.
- 2017 **Ruberg, B.**, Shaw, A. (editors). *Queer Game Studies*
University of Minnesota Press; book length 330 pages; volume contains an original scholarly introduction authored by Shaw and Ruberg and twenty-six chapters both peer-reviewed and edited by Ruberg and Shaw.

JOURNAL SPECIAL ISSUES

- 2023 **Ruberg, B.**, Pow W. (editors). “Trans Game Studies”
Special issue of *Communication, Culture and Critique*; call for papers released November 2021; publication scheduled for issue vol. 16, no. 1., March 2023; issue will include an original scholarly introduction authored by Ruberg and Pow, 6 peer-reviewed research articles shepherded by Ruberg and Pow, and 10 short-form Forum articles edited by Ruberg and Pow.
- 2022 **Ruberg, B.**, Brewer, J. (editors). “Gender and Sexuality in Live Streaming”
Special issue of *Television & New Media*; full articles submitted, peer review complete, revised articles due early 2022; publication expected late 2022; issue will include an original scholarly introduction authored by Ruberg and Brewer and 9 peer-reviewed articles first edited by and then shepherded by Ruberg and Brewer.
- 2018 **Ruberg, B.**, Phillips, A. (editors) “Queerness and Video Games: New Perspectives on LGBTQ Issues, Sexuality, Games, and Play”
Special issue of *Game Studies*: 18, no. 3 (December 2018); issue included an original scholarly introduction authored by Ruberg and Phillips and 11 peer-reviewed articles shepherded by Ruberg and Phillips; this issue received submissions and was the largest in the journal’s history.
- 2017 Pozo, T., **Ruberg, B.**, Goetz, C. (editors) “In Practice: Queerness and Games”
Special issue of *Camera Obscura*: 32, no. 2 (95) (September 2017): 153-192; issue included an original scholarly introduction by Pozo, Ruberg, and Goetz and 3 articles solicited and edited by Pozo, Ruberg, and Goetz.
- 2015 **Ruberg, B.** (editor) “Dispatches from the 2014 Queerness and Games Conference”
Special issue of *First Person Scholar*; issue included an original scholarly introduction by Ruberg and 6 peer-reviewed articles solicited and shepherded by Ruberg.

JOURNAL ARTICLES (peer-reviewed)

- 2022 **Ruberg, B.** “Hungry Holes and Insatiable Balls: Video Games, Queer Mechanics, and the Limits of Design.” *Journal of Cinema and Media Studies*. Accepted April 2020. Publication expected fall 2022. 10,330 words.
- 2022 **Ruberg, B.** “The Mystery of the Missing AIDS Crisis: A Comparative Reading of *Caper in the Castro* and *Murder on Main Street*.” *American Literature*, vol 94, no. 1. (March 2022). 9,100 words.
- 2022 **Ruberg, B.** “After Agency: The Queer Posthumanism of Video Games That Cannot Be Played.” *Convergence: The International Journal of Research into New Media Technologies*. Accepted September 2021. Publication expected February 2022. 9,200 words.

- 2022 **Ruberg, B.** “Computer Dating in the Classifieds: Complicating the Cultural History of Matchmaking by Machine.” *Information and Culture*. Accepted June 2021. Publication expected October 2022. 8,500 words.
- 2022 **Ruberg, B.**, Brewer, J. “Digital Intimacy in Real Time: Live Streaming Gender and Sexuality.” *Television and New Media*. Guest editors’ introduction to the special issue “Gender and Sexuality in Live Streaming.” Publication expected late 2022. 2,800 words.
- 2021 **Ruberg, B.**, Scully-Blaker, R. “Making Players Care: The Ambivalent Cultural Politics of Care and Video Games.” *International Journal of Cultural Studies*, vol. 24(4): 655-672.
- 2020 **Ruberg, B.**, Lark, D. “Live Streaming from the Bedroom: Performing Intimacy through Domestic Space on Twitch.” *Convergence: The International Journal of Research into New Media Technologies*. Online-first publication December 2020. 17 pages.
- 2020 Brewster, K., **Ruberg, B.** “SURVIVORS: Archiving the History of Bulletin Board Systems and the HIV/AIDS Crisis.” *First Monday*. 7,900 words.
- 2020 **Ruberg, B.** “Obscene, Pornographic, or Otherwise Objectionable: Biased Definitions of Sexual Content in Video Games Live Streaming.” *New Media & Society*. Online-first publication May 2020. 19 pages.
- 2020 **Ruberg, B.**, and Ruelos, S. “Data for Queer Lives: How LGBTQ Gender and Sexual Identities Challenge Norms of Demographics.” *Big Data & Society*. January-June: 1-12.
- 2020 Nguyen, J., **Ruberg, B.** “Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency.” *Proceedings of the 2020 Conference on Human Factors in Computing Systems (CHI)*. Paper 698. 13 pages. Received Honorable Mention in CHI Best Paper Competition, awarded to top 5% of submissions.
- 2020 **Ruberg, B.** “Empathy and Its Alternatives: Deconstructing the Rhetoric of ‘Empathy’ in Video Games.” *Communication, Culture & Critique*. 13, no. 1 (March 2020): 54-71.
- 2020 **Ruberg, B.**, and Cullen, A. “Feeling for an Audience: Gendered Emotional Labor in Video Game Live Streaming.” *Digital Culture and Society*. Print publication August 2020; online publication to follow. 8,028 words.
- 2019 **Ruberg, B.**, Cullen, A., Brewster, K. “Nothing but a ‘Titty Streamer’: Legitimacy, Labor, and the Debate over Women’s Breasts in Video Game Live Streaming.” *Critical Studies in Media Communication*. Online-first publication September 2019. 16 pages.
- 2019 **Ruberg, B.** “The Precarious Labor of Queer Indie Game Making: Who Benefits from Making Video Games ‘Better’?” *Television & New Media*. 20, no. 2 (December 2019), online-first publication May 2019: 778-788.
- 2019 **Ruberg, B.** “Straight Paths through Queer Walking Simulators: Wandering on Rails and Speedrunning in *Gone Home*.” *Games and Culture*. Online first publication March 2019. 21 pages.
- 2019 Cullen, A., **Ruberg, B.** “Necklines and ‘Naughty Bits’: Constructing and Regulating Bodies in Live Streaming Community Guidelines.” *Proceedings of the 14th International Conference on the Foundations of Digital Games*. 8 pages.
- 2018 **Ruberg, B.** “Queer Indie Game Making as an Alternative Digital Humanities.” *American Quarterly* 70, no. 3 (September 2018): 417 – 438.
- 2018 **Ruberg, B.** “Straight-Washing *Undertale*: Video Games and the Limits of LGBTQ Representation.” *Transformative Works and Cultures* 28 (September 2018). 8,600 words.
- 2018 **Ruberg, B.** “Representing Sex Workers in Video Games: Feminisms, Fantasies of Exceptionalism, and the Value of Erotic Labor.” *Feminist Media Studies* 19, no. 3 (2019), online-

first publication July 2018: 313-330.

- 2017 **Ruberg, B.** “What Is Your Mother’s Maiden Name?: A Feminist History of Online Security Questions.” *Feminist Media Histories* 3, no. 3 (July 2017): 57-81.
- 2016 **Ruberg, B.** “Doing It for Free: Digital Labor and the Fantasy of Online Amateur Pornography.” *Porn Studies* 3, no. 2 (July 2016): 147-159.
- 2015 **Ruberg, B.** “Curating with a Click: The Art that Participatory Media Leaves Behind.” *Ada: A Journal of Gender, New Media, and Technology* 7. 7,300 words.
- 2010 **Ruberg, B.** “Sex as Game: Playing with the Erotic Body in Virtual Worlds.” *Rhizomes: Cultural Studies in Emerging Knowledge* 21 (winter 2010). 5,400 words.

JOURNAL ARTICLES (reviewed by editors)

- 2022 **Ruberg, B.** “Trans Game Studies.” *Journal of Cinema and Media Studies*. “Transing Cinema and Media Studies” In Focus section. Accepted March 2021. Publication expected February 2022. 2,500 words.
- 2018 **Ruberg, B.** “Queerness and Video Games: Queer Game Studies and Queer Perspectives through Play.” *GLQ: A Journal of Lesbian and Gay Studies* 24, no. 4 (October 2018): 543-555.
- 2018 **Ruberg, B., Phillips, A.** “Not Gay as in Happy: Queer Resistance and Video Games.” Editors’ introduction to “Queerness and Video Games” special issue. *Game Studies* 18, no. 3 (December 2018). 8,100 words.
- 2018 Amazan-Hall, K., Chen, J., Chiang, K., Cullen, A., Deppe, M., Dormitorio, E., Haynes, D., Kernan, J., Quanbeck, J., Romine, M., **Ruberg, B.**, Song, J., Stepan-Norris, J., Steinkuehler, C., Trammell, A. “Diversity and Inclusion in Esports Programs in Higher Education.” *International Journal of Gaming and Computer-Mediated Simulations* 10, no. 2 (April-June 2018): 71-80.
- 2017 **Ruberg, B.** “Permalife: Video Games and the Queerness of Living.” *Journal of Gaming & Virtual Worlds* 9, no. 2 (August 2017): 159-173.
- 2017 Pozo, D., **Ruberg, B.**, Goetz, C. “In Practice: Queerness and Games.” Editors’ introduction to special issue section. *Camera Obscura* 32, no. 2 (95) (September 2017): 153-163.
- 2017 **Ruberg, B.** “Creating an Archive of LGBTQ Video Game Content: An Interview with Adrienne Shaw.” *Camera Obscura* 32, no. 2 (95) (September 2017): 163-173.
- 2015 **Ruberg, B.** “No Fun: The Queer Potential of Video Games that Annoy, Anger, Sadden, and Hurt.” *QED: A Journal of GLBTQ Worldmaking* 2, no. 2 (summer 2015): 108-124.
- 2015 **Ruberg, B.** “Video Games, Queerness, and Beyond.” *First Person Scholar*, editor’s introduction to “Dispatches from the 2014 Queerness and Games Conference” special issue. 1,300 words.

BOOK CHAPTERS (peer-reviewed)

- 2023 **Ruberg, B.** “How Camming Made Streaming: Retelling the History of Video Game Live Streaming through Webcam Modeling.” In *Live Streaming Culture*, edited by Johanna Brewer, Bo Ruberg, Amanda Cullen, and Christopher Persaud. Under contract with MIT Press. Publication expected spring 2023. 5,300 words.
- 2022 **Ruberg, B.** “Queering the Game Studies Canon: A Polemical Reading of Roger Caillois’ *Man, Play, and Games*.” In *Historiographies of Game Studies*, edited by Alisha Karabinus, Carly A. Kocurek, Cody Mejeur, and Emma Vossen. Under contract with Punctum Books. Publication expected 2022. 6,600 words.

- 2020 **Ruberg, B.** “Queer Indie Game-Making: An Interview with Mo Cohen.” In *Indie Games in the Digital Age*, edited by M. J. Clarke and Cynthia Wang: 35-47. Bloomsbury Academic.
- 2019 **Ruberg, B.** “#nohomo: Homophobic Twitter Hashtags, Straight Masculinity, and Networks of Disavowal.” In *#Identity*, edited by Abigail De Kosnik and Keith Feldman: 218-233. University of Michigan Press.
- 2019 **Ruberg, B.** “Community: The Queerness and Games Conference.” In *How to Play Video Games*, edited by Nina Huntemann and Matthew Payne: 118-125. New York University Press.
- 2018 **Ruberg, B.**, Boyd, J., Howe, J. “Toward a Queer Digital Humanities.” In *Bodies of Information: Intersectional Feminism and Digital Humanities*, edited by Elizabeth Losh and Jacqueline Wernimont: 108-127. University of Minnesota Press.
- 2017 **Ruberg, B.** “Playing to Lose: The Queer Art of Failing at Video Games.” In *Gaming Representation: Race, Gender, and Sexuality in Video Games*, edited by Jennifer Malkowski and TreaAndrea Russworm: 197-211. Indiana University Press.
- 2017 Shaw, A., **Ruberg, B.** “Imagining Queer Game Studies.” In *Queer Game Studies*, edited by Bonnie Ruberg and Adrienne Shaw: ix-xxxiii. University of Minnesota Press.
- 2017 **Ruberg, B.** “48-Hour Utopia: On Hope and the Future of Queerness in Games.” In *Queer Game Studies*, edited by Bonnie Ruberg and Adrienne Shaw: 267-274. University of Minnesota Press.
- 2017 **Ruberg, B.** “The Arts of Failure: Jack Halberstam in Conversation with Jesper Juul.” In *Queer Game Studies*, edited by Bonnie Ruberg and Adrienne Shaw: 201-210. University of Minnesota Press.
- 2017 **Ruberg, B.** “Organizing New Approaches to Games: An Interview with Chelsea Howe, Toni Rocca, and Sarah Schoemann.” In *Queer Game Studies*, edited by Bonnie Ruberg and Adrienne Shaw: 259-265. University of Minnesota Press.

BOOK CHAPTERS (reviewed by editors)

- 2022 Boyd, J., **Ruberg, B.** “Queer Digital Humanities?” In *The Bloomsbury Handbook of Digital Humanities*, edited by James O’Sullivan. Under contract with Bloomsbury Press. Publication expected 2022. 7,700 words.
- 2021 **Ruberg, B.** “Queering Indie: How LGBTQ Experiences Challenge Dominant Narratives about Independent Video Games.” In *Independent Games: Cultures, Networks, Technics, and Publics*, edited by Paulo Ruffino: 43-57. Routledge.
- 2017 **Ruberg, B.** “Where Innocence Unleashes Its Ferocity and Its Monsters.” Introduction to Gisèle Prassinis, *Arthritic Grasshopper: Collected Stories, 1934-1944*: ix-xv. Wakefield Press.
- 2009 **Ruberg, B.** “Princess Peach the Porn Star: Desire and Power in Video Game Fan Fiction.” In *Do Androids Sleep with Electric Sheep?*, edited by J. Grenzfurthner. Re/Search Publications.

ADDITIONAL PUBLICATIONS

- 2019 Shaw, A., Agloro, A., Nguyen, J., Phillips, A., **Ruberg, B.** “Oxford Bibliographies in Communication: Feminist and Queer Game Studies,” Oxford University Press. Peer-reviewed online resource. Introduction to the field and annotated bibliography. 121 entries. 14,200 words.
- 2017 Prassinis, G. *The Arthritic Grasshopper: Collected Stories, 1934-1944*. Translated from French to English by Henry Vale and **Bonnie Ruberg**. Cambridge: Wakefield Press, 2017. 240 pages.
- 2016 - present **Ruberg, B.** “Queer Game Studies 101: An Introduction to the Field.” Online self-published resource with extensive bibliography; updated approximately twice annually.

- 2016 - present **Ruberg, B.** “Getting a Ph.D. in Game Studies: A Guide for Aspiring Video Game Scholars.” Online self-published resource with graduate school advice and list of recommended doctoral programs; updated approximately twice annually.
- 2016 **Ruberg, B.**, Callahan, V. “Teaching Intersectionality through Critical Game Design.” Modern Language Association’s Digital Pedagogy in the Humanities project, “Keyword: Gaming.”
- 2014 **Ruberg, B.** “Cruising Dystopia: The Messy Optimism of McGlotten’s *Virtual Intimacies*” (book review). *Qui Parle: Critical Humanities and Social Sciences* 23, no. 1 (fall/winter 2014): 275-286.
- 2007 - 2009 **Ruberg, B.** “Click Me,” weekly column on current topics related to gender, sexuality, and digital cultures for *The Village Voice* and Village Voice Media.
- 2005 - 2009 **Ruberg, B.** Extensive portfolio of news stories, columns, and reviews authored as a freelance technology journalist for publications like *Wired*, *The Economist*, and *Forbes*.

PUBLICATIONS UNDER REVIEW

Ruberg, B. “Playing Sappho: Queerness in Translations from Literature to Video Games.” Article submitted to *PMLA* July 2021. 7,700 words.

Ruberg, B. “Live Play, Live Sex: The Parallel Labors of Video Game Live Streaming and Webcam Modeling.” Article submitted to *Sexualities* September 2021. 7,900 words.

RESEARCH INITIATIVE LEADERSHIP

- 2018 - present **Co-Director**, Critical Approaches to Technology and the Social (CATS)
Research lab focused on digital media and social justice; housed within UCI Department of Informatics; co-founded and co-run with Dr. Aaron Trammell. 10 full-time doctoral students.
- 2018 - 2020 **Project Leader**, Inclusive Streaming Initiative
Research group addressing identity, harassment, and discrimination in video game live streaming. Recipient of 2019 Donald Bren School of Information and Computer Sciences Exploration Award, 2018 UCI Inclusive Excellence Spirit Award, and 2018 Council on Research, Computing, and Libraries Award.

RESEARCH INITIATIVE COLLABORATION

- 2019 - present **Collaborator**, Digital Democracies Institute, Simon Fraser University, Canada
International, cross-institutional group researching and developing responsible AI for inclusive, democratic societies. Recipient of 2020 Canada-UK Artificial Intelligence Initiative grant.
- 2020 - present **Grant Advisory Team Member**, “Designing Trans Technologies”
Cross-institutional group exploring the design of VR and AR technologies in support of transgender communities; pursuing grant from the National Science Foundation (NSF).
- November 2021 **Invited Participant**, Social Media Governance Initiative, Yale University
Invited as expert participant in the “Community Driven Governance Online: Past, Present, and Future” workshop with opportunities for ongoing collaboration.

AWARDS & HONORS

- 2021 **Stonewall Book Award: Israel Fishman Award for Non-Fiction**
Awarded by the American Library Association for *The Queer Games Avant-Garde: How LGBTQ Game Makers Are Reimagining the Medium of Video Games* (Duke University Press, 2020).
- 2020 **Honorable Mention**, Best Paper Competition, 2020 Conference on Human Factors in Computing Systems (CHI)

Awarded for “Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency”; honorable mentions go to top 5% of CHI submissions

- 2019 **Top Speaker**, 2019 Game Developers Conference
One of 52 speakers out of 1,220 (4%) recognized for achievement and featured on promotional material. Selection determined by audience feedback on 2019 talks. My 2019 talk, “What to Do When ‘Toxic Gamer Culture’ Enters the Classroom” was rated #1 in the Educator Summit track.
- 2019 **Active Learning Certification**, UCI Division of Teaching Excellence and Innovation. Awarded for demonstrated commitment and success in the use of interactive pedagogy.
- 2018 **Chancellor’s Award for Excellence in Fostering Undergraduate Research**, UC Irvine
Awarded annually to one faculty member from School of Information and Computer Sciences
- 2016 **University of Southern California Society of Fellows**, USC
Inducted into academic society for faculty and postdoctoral scholars working in the humanities
- 2015 **Digital Humanities Fellow**, Digital Humanities @ Berkeley, UC Berkeley
Inducted into interdisciplinary cohort of researchers sponsored by Mellon Foundation Grant
- 2014, 2015 **Pedagogy Award**, Center for American Cultures, UC Berkeley
Two-time recipient of award recognizing development of outstanding undergraduate course materials
- 2014 **Outstanding Graduate Student Instructor Award**, Graduate Division, UC Berkeley
Campus-wide recognition of top graduate student instructors as judged through faculty observations

GRANTS & FELLOWSHIPS

- 2021 **Interim Covid-19 Research Recovery Program Grant**, UC Irvine
Awarded to support research efforts hindered during the COVID-19 pandemic (\$10,000).
- 2021 **Interim COVID-19 Modified Duties Shared Funding Program**, UC Irvine
Awarded to support research efforts hindered during the COVID-19 pandemic (one course release).
- 2020 **Canada-UK Artificial Intelligence Initiative**, Social Sciences and Humanities Research Council, Natural Sciences and Engineering Research Council, Canadian Institutes of Health Research
Awarded to support “Responsible AI for Inclusive, Democratic Societies: A Cross-Disciplinary approach to Detecting and Countering Abusive Language Online.” Multi-institutional initiative in which I serve as one among a small, select group of outside collaborators (\$500,000).
- 2020 **Center for Organizational Research Grant**, UC Irvine
Awarded to support graduate student costs associated with research on online teaching (\$1,000).
- 2020 **Publication Support Grant**, Humanities Center, UC Irvine
Awarded to assist with costs associated with publication of monograph from MIT Press (\$2,000).
- 2020 **Faculty Conference Travel Grant**, Humanities Center, UC Irvine
Awarded to support travel to the 2020 Society of Cinema and Media Studies Conference (\$1,200).
- 2019 **Exploration Award**, Donald Bren School of Information and Computer Science, UC Irvine
Awarded to support Inclusive Streaming Initiative research and workshop on issues of diversity and harassment in video game live stream (\$75,000).
- 2019 **Illuminations: The Chancellor’s Arts and Culture Initiative Grant**, UC Irvine
Granted to support two student-oriented events in spring 2020: game jam about experiences of people of color and zine making workshop led by L.A. Zine Fest (\$2,600).

- 2019 **Council on Research, Computing, and Libraries Grant**, UC Irvine
Granted to support research on “bootleg” video game console and diversity (\$2,885).
- 2018 **Council on Research, Computing, and Libraries Grant**, UC Irvine
Granted to support ongoing research on harassment and livestreaming (\$3,000).
- 2018 **Illuminations: The Chancellor’s Arts and Culture Initiative Grant**, UC Irvine
Granted to support “Games in New Contexts,” student-oriented, art game arcade event (\$2,275).
- 2017 **Inclusive Excellence Spirit Award**, Office of Inclusive Excellence, UC Irvine
Awarded to support initial research on harassment and livestreaming (\$5,000).
- 2015 **Digital Humanities Summer Institute Fellowship**, University of Victoria
Fellowship funds for participating in “Feminist Digital Humanities” course (equivalent of \$900).
- 2014, 2015 **Innovation Grant**, Office of Equity, Inclusion, and Diversity, UC Berkeley
Granted to support semester-long workshop that taught undergraduates to build queer video games, offered two consecutive fall semesters (\$10,000 per year).
- 2015 **Course Development Grant**, Center for American Cultures, UC Berkeley
Granted to support development of original course on race and video games (\$500).
- 2014 **Block Grant**, Department of Comparative Literature, UC Berkeley
Granted to support research and writing of dissertation (\$5,000).
- 2013 **Independent Research Fellowship**, Berkeley Center for New Media, UC Berkeley
Fellowship provided funds for summer research into sexuality and digital cultures (\$3,500).
- 2013 **Research Grant**, Department of Gender and Women’s Studies, UC Berkeley
Granted to support travel to France for research into sexuality in surrealist art and literature (\$2,500).
- 2012 **Pre-Dissertation Grant**, Department of Comparative Literature, UC Berkeley
Granted to support preparation for qualifying exams spring 2013 (\$6,000).
- 2010, 2011 **Language Study Grant**, Department of Comparative Literature, UC Berkeley
Granted to support summer intensive language studies in French and German (\$3,000).

KEYNOTE TALKS

- February 2021 **Ruberg, B.** "Video Games to Play after the End of the World" (keynote). Queer Game Studies Conference. Department of Game Design, Canterbury Christ Church University, England.
- December 2021 **Ruberg, B.** "Video Games to Play after the End of the World" (keynote). Queer Temporalities in Literature, Cinema and Video Games International Conference. Department of English. University of Murcia, Spain.
- October 2021 **Ruberg, B.** "Queer Visions of the Post-Apocalypse" (keynote). First Forum Conference. Department of Cinema and Media Studies. University of Southern California.
- September 2021 **Ruberg, B.** "The Post-Apocalypse as Queer Space in Video Games" (keynote). Affecting Game Space: Theory and Practice. Center for Data, Culture, and Society. University of Edinburgh, Scotland.
- September 2021 **Ruberg, B.** "Video Games to Play after the End of the World" (keynote). The Hidden in Performance, Visual, and Literary Culture Conference. Midlands4Cities, University of Nottingham, England.

- November 2020 **Ruberg, B.** "The Queer Games Avant-Garde" (keynote). Play20: Creative Gaming Festival, Germany.
- September 2020 **Ruberg, B.** "The Queer Games Avant-Garde" (keynote). "At the Crossroads: Narratives of the Excluded," online conference hosted by Maria Curie-Skłodowska University, Lublin, Poland.
- October 2019 **Ruberg, B.** "Diversity and Esports: Video Game Culture, Collegiate Play, and Live Streaming" (keynote). UCI Esports Conference, Irvine, CA.
- October 2015 **Ruberg, B.** "Queerness and Games" (keynote). University of Southern California, Rainbow Game Jam, Los Angeles, CA.
- October 2015 Clark, N., Freeman, N., **Ruberg, B.**, Yang, R. "Pillow Talk: A Keynote Conversation on Intimacy in Games." IndieCade, Culver City, CA.
- June 2011 **Ruberg, B.** "Reading Video Games like Literature" (keynote). Gotland Game Conference, Uppsala University, Gotland, Sweden.

INVITED TALKS

- February 2022 **Ruberg, B.** "The Queer Pleasure of the Post-Apocalypse." Problematic Pleasures in Digital Games and Play Symposium, Jackman Humanities Institute for the Arts, University of Toronto.
- February 2022 **Ruberg, B.** "Video Games to Play after the End of the World." MICA Game Lab, Maryland Institute College of Art.
- February 2022 **Ruberg, B.** and Brathwaite-Shirley, D. "Bo Ruberg in Conversation with Danielle Brathwaite-Shirley." arebyte Gallery, London, England.
- June 2021 **Ruberg, B.** "The Queer Games Avant-Garde: How LGBTQ Game Makers Are Reimagining the Medium of Video Games." Twitch Interactive (technology industry talk).
- June 2021 **Ruberg, B.** "Queerness and Video Games: Design, Community, and Play." Roblox Corporation (technology industry talk).
- June 2021 **Ruberg, B.** "Gender and Sexuality in Video Game Live Streaming." Media@Sydney, Department of Media and Communications, University of Sydney, Australia.
- April 2021 **Ruberg, B.** "The Queer Games Avant-Garde." Game Lecture Series, Northeastern University.
- April 2021 **Ruberg, B.** "The Queer Games Avant-Garde." Film and Media Studies faculty book talk series, University of California, Irvine.
- March 2021 Phillips, A., **Ruberg, B.** "Reality Is Radical: Queer Avant-Garde Utopian Gaming." Sussex Humanities Lab speaker series in conjunction with Sussex Centre for Sexual Dissidence, University of Sussex, England.
- February 2021 Gray, K., **Ruberg, B.**, Sloane, M., Togelius, J. "Co-Opting AI: Games." The Institute for Public Knowledge, New York University.
- January 2021 **Ruberg, B.** "The Queer Games Avant-Garde." Critical Perspective on Technology speaker series, Department of Informatics, Vienna University of Technology, Austria.
- November 2020 **Ruberg, B.** "The Queer Games Avant-Garde." Cultural Studies Program, "Voices in Cultural Studies" lecture series, Indiana University.
- November 2020 **Ruberg, B.** "The Queer Games Avant-Garde." Department of Media Studies, University of Virginia.

- September 2020 **Ruberg, B.**, Street, Z. “Bo Ruberg in Conversation with Zoyander Street.” Game Engines beyond Games Symposium, Parsons School of Design.
- August 2020 **Ruberg, B.** “Research Overview: Queer Games, Live Streaming, Politics of Gaming.” Digital Democracies Group, Simon Fraser University.
- August 2020 Bartlet, M., Honigman, S., **Ruberg, B.**, Seetal, J., Stevens, A. (panel discussion). “Intersectionality in Gaming.” Play NYC Conference, New York, NY.
- May 2020 **Ruberg, B.** (roundtable participant). “Streaming Media and Social Influence.” Wang Hong Festival, Chinese Visual Culture and Media Initiative, University of California, Irvine. *Cancelled due to COVID-19.
- February 2020 **Ruberg, B.** “Video Game Live Streaming and/as Webcam Modeling: The Parallel Labor of Professional Play and Digital Sex Work.” Panel: “Labor/Representation.” Television, Politics, and Publics Conference. University of California, Santa Barbara.
- February 2020 **Ruberg, B.** “The Queer Games Avant-Garde: How LGBTQ Game Makers Are Reimagining the Medium of Video Games.” Department of Informatics, University of California, Irvine.
- November 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” Department of Cinema and Digital Media, University of California, Davis.
- November 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” Department of Computational Media, University of California, Santa Cruz.
- October 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” New York University Game Center, Brooklyn, NY.
- October 2019 **Ruberg, B.** “Queerness and Video Games: Interpretation, Play, and Design.” Data & Society research group, New York, NY.
- October 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” Department of Information Studies, University of California, Los Angeles.
- October 2019 **Ruberg, B.** “What Matters to You in Indie Games Today?: Unconference and Zine Making.” IndieCade: International Festival of Independent Games, Santa Monica, CA.
- September 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” Interactive Media & Game Division, University of Southern California.
- August 2019 **Ruberg, B.** “Roundtable” (presentations by visiting scholars consulting on the creation of a summer program). Digital Studies Institute, University of Michigan.
- July 2019 Gaboury, J., Pillis, D., **Ruberg, B.** “Gender, Representation and Sexuality in 3D Design, Interactive Media and Animation” (panel discussion). ACM SIGGRAPH, Los Angeles, CA.
- June 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” Department of Game Design, Laguna College of Art and Design, Laguna Beach, CA.
- May 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” UCLA Game Lab, University of California, Los Angeles.
- April 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” Program in Visual Studies, University of California, Irvine.
- April 2019 **Ruberg, B.** “Interdisciplinarity: Guidance for (Queer) Graduate Students.” Queer Academy graduate student research cluster, University of California, Irvine.

- March 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” DUB (Design Use Build) speaker series in Human-Computer Interaction. University of Washington, Seattle, WA.
- March 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” Digital Humanities and Social Engagement speaker series, Dartmouth College, Hanover, NH.
- March 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” Berkeley Center for New Media speaker series. University of California, Berkeley.
- March 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” Interactive Media and Game Development, Worcester Polytechnic Institute, Worcester, MA.
- March 2019 **Ruberg, B.** “Queer Game Physics?” Living Room Light Exchange speaker series, new media artists monthly salon series, San Francisco, CA.
- November 2018 Phillips, A., **Ruberg, B.**, Shaw, A. “Gender and Gaming.” College of William and Mary, “My Mother Was a Computer: Gender and Technology Symposium,” Williamsburg, VA.
- November 2018 **Ruberg, B.** “Identity and Intersectionality” (panel). Smithsonian Institute. “New Perspectives on Invention and Innovation: Video Games and Interactivity” two-day workshop, Washington, D.C.
- October 2018 **Ruberg, B.** “Games and Activism,” “Indies of Color,” and “Games and Labor.” Chair of three panels and organizer of the Think:Indie session track, IndieCade: Independent Games Festival, Santa Monica, CA.
- September 2018 Aguilar, J., Pozo, T., Marcotte, J. Roslof, C., **Ruberg, B.**, Siebold, C., Squinkifer, D. “The Queerness and Games Conference: Celebrating 5 Years!” and “Queerness and Games: Looking Forward, Looking Back.” The Queerness and Games Conference (QGCon), Montreal, Canada.
- July 2018 **Ruberg, B.** “Should Queer Games Represent Queer Sex?” Digital Games Research Association (DiGRA), “Queerness in Games beyond Representation” panel, Turin, Italy.
- January 2018 **Ruberg, B.** “Video Games Have Always Been Queer.” Stanford University, Stanford Humanities Center, “Digital Aesthetics” workshop series, Palo Alto, CA.
- October 2017 **Ruberg, B.** “Interrogating Empathy: Alternative Models of (Queer) Feeling in Video Games.” Smith College, “Gaming Representation” symposium, Northampton, MA.
- October 2017 **Ruberg, B.** “Games and Politics: Where Do We Stand?” (panel) and “Games and Politics: Taking Action” (workshop). Session organizer and panel/workshop chair. IndieCade, Los Angeles, CA.
- July 2017 Trammell, A., Cullen, A., **Ruberg, B.**, Squire, K., Steinkuehler, C. “Shall We Play a Game?” (panel), Comic Con, GeekEd, San Diego, CA.
- June 2017 Boyd, J., **Ruberg, B.**, Howe, J. “Intersections of DH & LGBTTIQ+ Issues.” Digital Humanities Summer Institute (DHSI), Victoria, Canada.
- May 2017 **Ruberg, B.** “Interrogating Empathy: Alternative Models of (Queer) Feeling in Video Games.” Gotland Game Conference, Uppsala University, Gotland, Sweden.
- April 2017 Chang, E., Lauteria, E., **Ruberg, B.**, Welch, T. “New Voices in Game Studies Roundtable.” Popular Culture Association/American Culture Association (PCA/ACA), San Diego, CA.
- March 2017 **Ruberg, B.** “Speedruns and Slow Strolls: Queer Movements through Space and Time in Video Games.” University of California, Santa Cruz, Arts Dean’s lectures series, Santa Cruz, CA.
- March 2017 Niemeyer, G., Jones, P., **Ruberg, B.** “Games and Politics: Diversity in Video Games?” (panel), Goethe-Institut, San Francisco, CA.

- January 2017 **Ruberg, B.** “Interdisciplinary Scholarship: Technology, Culture, Design, Social Justice.” University of Southern California, Sidney Harman Academy, Los Angeles, CA.
- October 2016 Lauteria, E., Chang, E., **Ruberg, B.**, Wood, J. “Queer Game Studies.” GaymerX, San Jose, CA.
- May 2016 **Ruberg, B.** “Queer Game Studies: How Queer Perspectives Are Changing Game Studies.” University of California, Irvine, Critical Game Studies Conference, Irvine, CA.
- January 2016 **Ruberg, B.** “Queerness and Video Games: Identity, Community, and Design.” Stanford University, Games and Interactive Media speaker series, Palo Alto, CA.
- November 2015 **Ruberg, B.** “Diversity, Identity, and Video Games: Postdoctoral Research.” University of Southern California, “Playthink” salon series, Los Angeles, CA.
- October 2015 **Ruberg, B.** “Well-Played: A Real-Time Analysis of *Realistic Kissing Simulator*.” IndieCade, Culver City, CA.
- October 2015 **Ruberg, B.** “Designing LA’s LGBT History: Student Game Collaborations with The Lavender Effect.” QGCon Local, University of Southern California, Los Angeles, CA.
- March 2015 **Ruberg, B.** “Playing to Lose: The Queer Art of Failing at Video Games.” Society for Cinema and Media Studies (SCMS), “Identity Matters” panel, Montreal, Canada.
- November 2014 **Ruberg, B.** “Playing Video Games Masochistically.” American Studies Association (ASA), “Digital Deaths and Disenfranchisements” panel, Los Angeles, CA.
- October 2014 **Ruberg, B.** “Hard to Watch: Spectators, Bodies, and Pasolini’s *Salò*.” UC Berkeley Comparative Literature Research Colloquium, Berkeley, CA.
- October 2013 **Ruberg, B.** “The Arts of Failure: Jack Halberstam in Conversation with Jesper Juul.” The Queerness and Games Conference, Berkeley, CA.
- May 2012 **Ruberg, B.** “Writing the Virtual Body: Kafka’s Love Letters and Cybersex.” Berkeley Center for New Media Research Showcase, Berkeley, CA.
- October 2010 **Ruberg, B.** “Designing LGBT Characters for Video Games.” Uppsala University, Gotland Game Design Program, Human Rights speaker series, Gotland, Sweden.

ACCEPTED TALKS

- March 2022 van Deventer, L., Lemarchand, R., **Ruberg, B.** “Changing Industry for the Better.” Educators Summit, Game Developers Conference (GDC), San Francisco CA. Two-part session combining two shorter presentations; my part focuses on the importance of diversifying game studies syllabi.
- October 2021 Ruberg, B. “Political Islands, Queer Islands: Comparing Cultural Narratives around *Second Life* and *Animal Cross: New Horizons*.” Panel: “Playing at the Polls: Video Games in/as Platforms of Political Participation.” Association of Internet Researchers (AoIR).
- March 2021 **Ruberg, B.** “Queer Physics: The Gendered and Sexual Implications of How Video Games Move.” Panel chair and presenter: “Queer Embodiment in Video Games: Erotic Encounters with Computational Technologies.” Selected as sponsored session by Queer and Transgender Caucus. Society of Cinema and Media Studies (SCMS). *Panel rescheduled for SCMS 2021 following cancellation of SCMS 2020
- November 2020 Phillips, A., Bohuniky, K., Blackmon, S., Richard, G. T., **Ruberg, B.** “Panel: Esports, Streaming, and Academic Labor.” Humanities, Arts, Science, and Technology Alliance and Collaboratory HASTAC, Dallas, Texas. *Cancelled due to COVID-19.

- June 2020 **Ruberg, B.** “Body Work: Video Game Live Streaming and/as Webcam Modeling.” Panel chair and presenter: “Broadcast Bodies: Gender and Sexuality in Video Game Live Streaming.” Digital Games Research Association Conference (DiGRA), Tampere, Finland. *Cancelled due to COVID-19.
- June 2020 Phillips, A., **Ruberg, B.** “The Magic Circle as Circle Jerk: Constructing Play Space through Homoeroticism and Homophobia.” Panel chair and presenter: “Creating Queer Spaces in Games.” Digital Games Research Association Conference (DiGRA), Tampere, Finland. *Cancelled due to COVID-19.
- June 2020 **Ruberg, B.** “How Breast Physics Invented Video Games: A Feminist History of Development Engines.” Panel: “Why Video Games Need Feminism, Why Feminism Needs Video Games.” Digital Games Research Association Conference (DiGRA), Tampere, Finland. *Cancelled due to COVID-19.
- May 2020 Nguyen, J., **Ruberg, B.** “Challenges of Designing Consent: Consent Mechanics in Video Games as Models for Interactive User Agency.” Conference on Human Factors in Computing Systems (CHI), Honolulu, Hawaii. *Cancelled due to COVID-19.
- April 2020 **Ruberg, B.** “Queer Physics: The Gendered and Sexual Implications of How Video Games Move.” Panel chair and presenter: “Queer Embodiment in Video Games: Erotic Encounters with Computational Technologies.” Selected as sponsored session by Queer and Transgender Caucus. Society of Cinema and Media Studies (SCMS), Denver, CO. *Cancelled due to COVID-19.
- March 2020 **Ruberg, B.** “How to Diversify Your Game Studies Syllabus.” Educators Summit, Game Developers Conference (GDC), San Francisco CA. *Cancelled due to COVID-19.
- November 2019 **Ruberg, B.** “But Can It Make Men Cry?: Gender, Affect, and Legitimacy in Debates about Video Games as Art.” Panel chair and presenter: “Race, Gender, and Video Games: Exploring Alternatives.” National Women’s Studies Association Conference (NWSA), San Francisco, CA.
- November 2019 **Ruberg, B.** “Puppy Play: *Nintendogs* and the Present Absence of Queer Sex in Video Games.” Panel: “Games as Experiments in Mediating Intimacy.” Society for Literature, Science, and the Arts (SLSA), Irvine, CA.
- August 2019 Cullen, A., **Ruberg, B.** “Necklines and ‘Naughty Bits’: Constructing and Regulating Bodies in Live Streaming Community Guidelines.” 14th International Conference on the Foundations of Digital Games (FDG), San Luis Obispo, CA.
- May 2019 **Ruberg, B.** “Game Studies Has Always Been Queer.” Panel chair and presenter: “Disrupting the Boundaries of Game Studies: Feminist and Queer Interventions.” International Communication Association (ICA), Washington, DC.
- May 2019 **Ruberg, B.**, Cullen, A. “‘Nothing but a Titty Streamer’: Legitimacy, Labor, and the Debate over Women’s Breasts in Video Game Live Streaming.” Panel: “Video Game Live Streaming.” International Communication Association (ICA), Washington, DC.
- March 2019 **Ruberg, B.** “What to Do When ‘Toxic Gamer Culture’ Enters the Classroom.” Game Developers Conference (GDC), Educators Summit, San Francisco, CA. Ranked #1 of 15 presentations in Educators Summit. Received “Top Speaker” recognition.
- March 2019 **Ruberg, B.** “Performances of Homophobia in Player Videos of Robert Yang’s ‘Gay Sex Games.’” Panel chair and presenter: “The End of Queerness: Confronting Queer Loss, Erasure, Disavowal, and Death in Video Games.” Society of Cinema and Media Studies (SCMS), Seattle, WA.
- March 2019 **Ruberg, B.** “Video Games Have Always Been Queer.” Feminist Book Celebration, University of California, Los Angeles.

- November 2018 **Ruberg, B.** “Teaching Social Justice in the Era of Online Harassment.” Panel: “The Revolution Will Be Digitized?: Anti-Racist and Feminist Perspectives.” American Studies Association (ASA), Atlanta, GA.
- November 2018 **Ruberg, B.** “Queer Opacity in Video Games: The Right to Remain Unrepresented.” Session: “Digital Shorts.” American Studies Association (ASA), Atlanta, GA.
- July 2018 **Ruberg, B.** “Topping from the Bottom: *Soulcalibur*’s Voldo and the Representation of BDSM in Video Games.” Workshop: “BDSM Scholarship as an Inspiration for Game Studies.” Digital Games Research Association (DiGRA), Turin, Italy.
- March 2017 **Ruberg, B.** “Feeling for Others: Video Games and the Uses of Queer Affect.” Panel chair and presenter: “Video Games and Queer Affect.” Society of Cinema and Media Studies (SCMS), Chicago, IL.
- February 2017 **Ruberg, B.** “Teaching Students to Develop Socially Aware Video Games.” Session: “Education Soapbox.” Game Developers Conference (GDC), Educators Summit, San Francisco, CA.
- May 2016 **Ruberg, B.,** Callahan, V. “Teaching Intersectionality through Critical Game Design.” Humanities, Arts, Science, and Technology Alliance and Collaboratory (HASTAC), Tempe, AZ
- March 2016 **Ruberg, B.** “Passing for Human: *Octodad* and Queerness as Video Game Mechanic.” Panel: “Queering Game Studies.” Society for Cinema and Media Studies (SCMS), Atlanta, GA.
- March 2016 Pinckard, J., **Ruberg, B.** “Creating Safer Spaces in Games Education.” Game Developers Conference (GDC), Educators Summit, San Francisco, CA.
- June 2015 **Ruberg, B.** “#nohomo: Mapping the Social Functions of Homophobic Twitter Hashtags.” Digital Humanities Summer Institute (DHSI), University of Victoria.
- March 2015 **Ruberg, B.,** Howe, C., Conn, M., Pizza, T. “How to Create Safe Spaces at Game Events.” Panel chair and presenter. Game Developers Conference (GDC), San Francisco, CA.
- March 2014 **Ruberg, B.** “What Academics Can Do for Game Developers.” International Game Developers Association (IGDA) Summit, San Francisco, CA.
- January 2014 **Ruberg, B.** “Kafka and the Kafkaesques: Reading Fan Fiction in the Age of the Digital Humanities.” Modern Language Association (MLA), Chicago, IL.
- March 2013 **Ruberg, B.** “Everywhere and Nowhere: Place in Online Sex.” American Comparative Literature Association (ACLA), Toronto, Canada.
- April 2012 **Ruberg, B.** “J’ai un coque dans les entrailles: Gisèle Prassinos and Bodily Invasion.” Edges of Exposure” conference, University of California, Berkeley.
- March 2012 **Ruberg, B.** “Erotics of the Inevitable: Real History and Alternate Fantasy in *Lost Girls*.” American Comparative Literature Association (ACLA), Providence, RI.
- May 2011 **Ruberg, B.** “About the Girl-Child, by the Girl-Child: Agency in the Work of Gisèle Prassinos.” Pacific Ancient and Modern Language Association (PAMLA), Claremont, CA.
- April 2011 **Ruberg, B.** “Re-Writing *Lolita*: Online Fan Fiction and the Female Reader as Literary Rebel.” Stanford University Comparative Literature Conference, Palo Alto, CA.
- January 2011 **Ruberg, B.** “Collecting the Mouse: Disney Pin Culture and the Consumption of Sentiment.” “Kitsch, Curios, Camp” conference, University of Southern California, Los Angeles, CA.

INVITED MEDIA APPEARANCES (podcasts, radio, and live streams)

- November 2011 **Featured guest** on “Office Hours” radio show, KUCI 88.9 FM public radio.
- June 2020 **Featured guest** on “Critical Distance: Keywords in Play” podcast, episode 3, “Bo Ruberg.” Run by Darshana Jayemanne, Abertay University.
- April 2020 **Featured guest** on “Fun Games with Serious People” web series, “Is the Goose Game Queer?” Run by Colleen Macklin, The New School.
- October 2019 **Featured guest** on “New Player Has Joined” podcast, episode 102: “IndieCade – Bo Ruberg.”
- July 2019 **Featured guest** on “Looking for Good” live stream. Digital Worlds Institute, University of Florida
- June 2019 **Featured guest** on “Not Your Mama’s Gamer” podcast, episode 194: “Queerly Gaming: A Conversation with Bo Ruberg.” Run by Dr. Samantha Blackmon, Purdue University
- March 2019 **Featured guest** on “First Person Podcast,” the podcast of *First Person Scholar*, “Special Episode: Queer Game Studies Special Issue.” Hosted by Betsy Brew, University of Waterloo

TEACHING & COURSE DEVELOPMENT (University of California, Irvine)

- 2023 - 2025 **HUMAN 1C. “Worldbuilding in Video Games,”** School of Humanities
Large lecture course for lower-division undergraduate students; 1,000 students; I have been selected as one of nine faculty lecturers for UCI’s Humanities Core 2023 - 2025; lecturers propose and teach three weeks of lectures on a topic related to the overall course theme, “Worldbuilding.”
- Spring 2022 **Vis Stud 290C “Visual Studies Methods,”** Ph.D. Program in Visual Studies
Graduate seminar; 10 students; methods training for interdisciplinary visual studies scholarship; for this course, I will develop an original syllabus featuring guest visits and scholarly readings from Visual Studies faculty members.
- Spring 2022 **Film&Mda 110 “Theorizing Reality,”** Department of Film and Media Studies
Upper-level undergraduate course; 24 students; introduces students to the use of media theory through analysis of reality television; for this course, I will develop an original syllabus on an original topic.
- Winter 2022 **Vis Stud 296 “Trans Game Studies,”** Ph.D. Program in Visual Studies
Independent study with doctoral student Ryan Rose Nowak-Crawford on the subject of transgender issues in video games and game design; for this independent study, I will supervise the student in collaborating on trans game studies research projects and meet with them weekly.
- Winter 2022 **In4matx 299 “Feminist Game Studies,”** Department of Informatics
Independent study with doctoral student Mengqi Gao on the subject of feminist issues in video games and game design; for this independent study, I will work with the student to develop a reading list and meet with them bi-weekly to discuss readings.
- Winter 2022 **Film&Mda 199 “LGBTQ Roleplaying Games,”** Department of Film and Media Studies
Independent study with undergraduate student Autumn Gahan on the subject of LGBTQ identity exploration through character design in *Dungeons & Dragons* roleplay; for this independent study, I will work with the student to develop a reading list and meet with them bi-weekly to discuss readings.
- Fall 2021 **Film&Mda 144 “Internet Studies,”** Department of Film and Media Studies
Upper-level undergraduate course; 35 students; for this course, I proposed a new course topic not previously offered by Film and Media Studies and developed an original syllabus.
- Fall 2021 **Film&Mda 139W “Fan Studies,”** Department of Film and Media Studies
Upper-level undergraduate course with a focus on developing students’ writing skills; 20 students; for

this course, I significantly redesigned the syllabus I had previously developed, integrating new material while retaining my emphasis on hands-on creative practices.

- Fall 2021 **In4matx 299 “Queer Video Game Engines,”** Department of Informatics
Independent study with master’s student Cass Zegura on the subject of video game development engines and their relationship to queerness; for this independent study, I worked with the student to develop a reading list and I meet with them bi-weekly to discuss readings and research.
- Fall 2021 **Vis Stud 296 “Social Media, Identity, and Celebrity,”** Ph.D. Program in Visual Studies
Independent study with doctoral student Raphael Rosalen on the subject of identity and celebrity on social media platforms; for this independent study, I worked with the student to develop a reading list and I meet with them bi-weekly to discuss readings.
- Summer 2021 **“New Work in Game Studies,”** UCI Game Studies Graduate Student Reading Group
5th annual reading group for UCI graduate students on important current topics in game studies scholarship; 10 students; seminar-style meetings, 3 hours per week, 8 weeks; for this reading group, I developed an original reading list, organized the group, and ran meetings.
- Winter 2021 **Film&Mda 110 “Media and the Body,”** Department of Film and Media Studies
Upper-level undergraduate seminar; 24 students; original syllabus; introduces students to media theory with a focus on issues of identity and culture; builds critical thinking and media analysis.
- Fall 2020 **Vis Stud 295 “Queer Theory and Media Studies,”** Ph.D. Program in Visual Studies
Graduate seminar; 12 students; original syllabus; introduction to queer theory scholarship and methods with focus on intersectionality, activism, and hybrid theory-praxis.
- Fall 2020 **Film&Mda 139W “Fans and Fandoms,”** Department of Film and Media Studies
Upper-level writing course; 20 students; original syllabus; teaching writing skills through critical and creative work on fandom, including writing fan fiction and creating fan zines.
- Summer 2020 **“Race and Gaming,”** UCI Game Studies Graduate Student Reading Group
4th annual reading group for UCI graduate students on important current topics in game studies scholarship; 10 students; seminar-style meetings, 3 hours per week, 8 weeks; for this reading group, I collaboratively developed an original reading list, organized the group, and ran the meetings.
- Spring 2020 **Film&Mda 85C “Cultural Perspectives on Digital Media,”** Department of Film and Media Studies
Large lecture course for lower-division undergraduates; 335 students; significant redesign of existing syllabus; management and mentorship of six TAs; rapid transition to online teaching.
- Winter 2020 **ICS 299 “Gender and Sexuality in Horror Video Games,”** Department of Informatics
Independent study with doctoral student Nazely Hartoonian
Developed reading list; meeting regularly with student; student completing original research paper
- Winter 2020 **ICS 299 “Cultural Studies Methods for Digital Media Scholars,”** Department of Informatics
Independent study with doctoral student Reginald Gardner
Developed reading list; meeting regularly with student; student completing original research paper
- Fall 2019 **In4matx 209S “Informatics Seminar,”** Department of Informatics
Graduate-level; 26 Ph.D. and M.S. students; course paired with weekly speaker series
Complete redesign of syllabus and class goals in response to student feedback
- Fall 2019 **ICS 299 “Video Games, Film, and Phenomenology,”** Department of Informatics
Independent study with doctoral students Rose O’Leary and Benedict Turner
Developed reading list; met regularly with students; student completed original research paper
- Fall 2019 **Vis Std 298A “Game Studies Exam Reading,”** Program in Visual Studies
Guided reading in preparation for qualifying exams with PhD student KT Wong
Developed reading list; met regularly with student; student completed culminating written exam

- Summer 2019 **“Postcolonial Game Studies,”** UCI Game Studies Graduate Student Reading Group
3rd annual reading group for UCI graduate students on important current topics in game studies scholarship; 20 students; seminar-style meetings, 3 hours per week, 8 weeks; for this reading group, I collaboratively developed an original reading list, organized the group, and ran the meetings.
- Spring 2019 **IC3 “Internet Technologies and Their Social Impact,”** Department of Informatics
Undergraduate general education course; 95 students from wide range majors
Complete redesign of syllabus; management and mentorship of one TA and one reader
- Winter 2019 **ICS 139W “Critical Writing on Information Technology,”** Department of Informatics
Upper division course; 100 students; topic: written and oral skills for students in technical fields
Significant redesign of syllabus; management and mentorship of two TAs
- Fall 2018 **ICS 299 “Feminist Data Studies and Information Visualization,”** Department of Informatics
Independent study with doctoral student Chaeyoon Yoo
Developed reading list; met biweekly with student; student completed original research paper
- Fall 2018 **ICS 299 “Queer and Feminist Approaches to Video Games,”** Department of Informatics
Independent study with doctoral student Rainforest Scully-Blaker
- Summer 2018 **“Feminist and Queer Game Studies,”** UCI Game Studies Graduate Student Reading Group
2nd annual reading group for UCI graduate students on important current topics in game studies scholarship; 10 students; seminar-style meetings, 3 hours per week, 8 weeks; for this reading group, I developed an original reading list, organized the group, and ran the meetings.
- Fall 2017 **ICS 1295 “Technology, Sexuality, and Gender,”** Department of Informatics
Graduate seminar; 25 Ph.D. and M.S. students
Original syllabus; new course topic
- Fall 2017 **ICS 60 “Computer Games and Society,”** Department of Informatics
Undergraduate lower-division introductory course; 250 students
Complete redesign of syllabus; management and mentorship of three TAs and one reader
- Summer 2017 **“Game Studies Canons and Counter-Canons,”** UCI Game Studies Graduate Student Reading Group
1st annual reading group for UCI graduate students on important current topics in game studies scholarship; 10 students; seminar-style meetings, 3 hours per week, 8 weeks; for this reading group, I developed an original reading list, organized the group, and ran the meetings.

TEACHING & COURSE DEVELOPMENT (University of Southern California)

- Fall 2016 **“Video Games, Identity, & Diversity,”** Interactive Media & Games Division
Mixed undergraduate and graduate (M.F.A.) seminar course; 25 students
Original syllabus; new course topic
- Spring 2016 **“Experimental Game Design,”** Interactive Media & Games Division
Mixed undergraduate and graduate (M.F.A.) game design course; 20 students
Redesigned syllabus; production-based course
- Fall 2015 **“Gender & Sexuality in Video Games,”** Interactive Media & Games Division
Mixed undergraduate and graduate (M.F.A.) game design course; 15 students
Original syllabus; new course topic

TEACHING & COURSE DEVELOPMENT (University of California, Berkeley)

- Summer 2015 **“Playing Race: Investing American Racial Identities through Video Games,”** American Cultures
Upper-level undergraduate seminar; 15 students
Original syllabus; new course topic

Fall 2014	“ Time Travel: Retelling Science, History, and Self, ” Department of Comparative Literature Lower-level undergraduate writing and composition course; 35 students Original syllabus; new course topic; lead instructor (of two)
Summer 2014	“ Gender & Sexuality in Digital Cultures, ” Department of Gender & Women’s Studies Upper-level undergraduate seminar; 25 students Original syllabus; new course topic
Spring 2014	“ Lost Girls: Girlhood, Desire, and Literature, ” Department of Comparative Literature Lower-level undergraduate writing and composition course; 20 students Original syllabus; new course topic
Spring 2013	“ Surreal Bodies: Gender Politics in Mid-Twentieth-Century European Art, ” History of Art Lower-level undergraduate writing and composition course; 20 students Original syllabus; new course topic
Fall 2012	“ Ghosts of Our Past: Race, Gender, and Sexuality in American Gothic Fiction, ” American Cultures Center Upper-level undergraduate seminar; 25 students Original syllabus; new course topic
Summer 2012	“ The Language of Technology: Reading New Media through Literature, ” Comparative Literature Lower-level undergraduate writing and composition course; 35 students Original syllabus; new course topic; lead instructor (of two)
Fall 2011	“ Wild Things: Gender, Sexuality, & Monstrosity, ” Department of Comparative Literature Lower-level undergraduate writing and composition course; 17 students Original syllabus; new course topic
Spring 2011	“ Ugly Heads: Villains from <i>Gilgamesh</i> to <i>The Sandman</i>, ” Department of Comparative Literature Lower-level undergraduate writing and composition course; 35 students Assisted in design of syllabus; secondary instructor (of two)
Fall 2010	“ Feminist Re-visions of the Literary Canon, ” Department of Comparative Literature Lower-level undergraduate writing and composition course; 35 students Assisted in design of syllabus; secondary instructor (of two)

TEACHING & COURSE DEVELOPMENT (at outside institutions)

June 2019	Intensive course, “Queer Digital Humanities.” Co-taught and significantly redesigned weeklong course for faculty and graduate students on queer issues in technology and digital scholarship. Co-teacher Jamie Howe. 12 students. Digital Humanities Summer Institute, University of Victoria.
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DOCTORAL STUDENTS ADVISED (current)

2016 – present	Amanda Cullen (co-advisee) 6 th -year PhD candidate, co-advised by Aaron Trammell Dissertation: “Playing with the Double Bind: Gendered Tactics and Feminist Expressions in Live Streaming”; dissertation defense expected spring 2022	Department of Informatics, UCI
2019 – present	Nazely Hartoonian (co-advisee) 3 rd -year PhD student, co-advised by Tess Tanenbaum Research focus: horror video games, gender and sexuality, interactive narrative; expected to complete comprehensive exams fall 2021	Department of Informatics, UCI
2018 – present	Ian Larson (advisee) 4th-year PhD candidate	Department of Informatics, UCI

Research focus: sociology of bootleg video game consoles and pirated video games; expected to complete dissertation proposal winter 2022

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| 2020 – present | Ryan Rose Nowak-Crawford (advisee)
2 nd -year PhD student
Research focus: queer and trans studies in video games and game design; expected to complete master’s thesis winter 2022 | Program in Visual Studies, UCI |
| 2021 – present | Raphael Rosalen (co-advisee)
1 st -year PhD student
Research focus: celebrity on social media; expected to complete master’s thesis winter 2023 | Program in Visual Studies, UCI |
| 2018 – present | K. T. Wong (co-advisee)
5th-year Ph.D. candidate; co-advised by Bliss Cua Lim
Dissertation: “The Race for Digital Future: Integrating Southeast Asia into the Global Games Market and Industry”; dissertation defense expected spring 2022 | Program in Visual Studies, UCI |

DOCTORAL STUDENTS ADVISED (former)

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| 2017 – 2021 | Spencer Ruelos (advisee)
Completed four years of doctoral program, including dissertation proposal. Research focus: queer gaming conventions. Student shifted to full-time game industry employment as a user researcher. | Department of Informatics, UCI |
| 2017 – 2019 | Emory Edwards (advisee)
PhD candidate who shifted advisors following comprehensive exams due to a change in research interests; original focus: transgender online fandoms; current focus: disability-focused HCI. | Department of Informatics, UCI |

DOCTORAL STUDENTS SUPERVISED (as committee member – current students)

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| 2020 – present | Christie Abel
4 th year PhD student; research focus: experiences of girls in youth gaming communities; served on comprehensive exam committee (spring 2021) | Department of Informatics, UCI |
| 2017 – present | Kat Brewster
5 th year PhD candidate; dissertation: “Remembering AIDS in Net Histories: SURVIVORS and the AIDS Epidemic”; served on comprehensive exam committee (fall 2019), advancement committee (spring 2021), and dissertation proposal committee (fall 2021) | Department of Informatics, UCI |
| 2017 – present | Jeffrey Bryan
4 th year PhD student; research focus: karaoke culture, games and play; served on comprehensive exam committee (spring 2021) | Department of Informatics, UCI |
| 2021 – present | Will Dunkel
4 th year PhD student; research focus: Korea, esports, video game design; scheduled to serve on advancement committee (winter 2022) | Department of Informatics, UCI |
| 2020 – present | Akil Fletcher
4 th year PhD candidate; research focus: race and Blackness in video game and esports; served on advancement committee (winter 2021) | Department of Anthropology, UCI |
| 2019 – present | Reginald Gardner
4 th year PhD student; research focus: race in fighting game communities; scheduled to serve on comprehensive exam committee (fall 2021) | Department of Informatics, UCI |
| 2020 – present | Justin Keever
5 th year PhD candidate; dissertation: “Video Games and the Unself: The Undoing of Digital Ludic Subjectivity; served on dissertation proposal committee (spring 2020) | Program in Visual Studies, UCI |

2021	Anannya Mukherjee 4 th year PhD candidate; research focus: fan studies and game studies; served on qualifying exams committee (summer 2021)	Comparative Literature, UCI
2018 – present	Leah Sanchez 5 th year PhD candidate; dissertation: “Common Creatives: Paid Fans and New Cultures of Online Labor”; served on advancement committee (spring 2020)	Department of Anthropology, UCI
2018 – present	Rainforest Scully-Blaker 5 th year PhD candidate; Dissertation: “Radical Slowness and the Critical Potential of Play”; served on comprehensive exam committee (spring 2019), advancement committee (fall 2019), and dissertation proposal committee (spring 2020)	Department of Informatics, UCI
2018 – present	Chaeyoon Yoo 4 th year PhD candidate; research focus: feminist data studies, data visualization, reproductive health; served on comprehensive exam committee (spring 2019) and advancement committee (winter 2021)	Department of Informatics, UCI

DOCTORAL STUDENTS SUPERVISED (as committee member – graduated students)

2016 – 2021	Daniel Gardner Dissertation: “Thresholds for Interpretation: Examining Interfaces at the Periphery of Play”; served on comprehensive exam committee (spring 2017), advancement committee (winter 2018), dissertation proposal committee (winter 2019), and dissertation defense committee (winter 2021); graduated student currently holds a position as a postdoctoral scholar at Chapman University	Department of Informatics, UCI
2018 – 2020	Matthew Knutson Dissertation: “Frame-Perfect: Temporalities in Competitive Gaming”; served on dissertation defense committee (summer 2019); graduated student currently holds a position as a tenure-track assistant professor in the Department of Mass Communication at the University of Central Oklahoma	Program in Visual Studies, UCI
2016 – 2018	Oliver Haimson Dissertation: “The Social Complexities of Transgender Identity Disclosure on Social Media”; served on dissertation proposal committee (fall 2016) and dissertation defense committee (winter 2018); graduated student currently holds a position as a tenure-track assistant professor in the School of Information at the University of Michigan	Department of Informatics, UCI

DOCTORAL STUDENTS SUPERVISED (at outside institutions)

2021 – present	Eliot Dunn PhD candidate, Department of English; research focus: queer temporality in digital media; scheduled to serve on dissertation defense committee	University of Southern California
2020 – present	Jeff Nicklas PhD candidate, Department of Social and Behavioral Sciences; dissertation: “The Impact of Video Games on Reimagining Mental Health Experiences and Knowledges”; served on dissertation proposal committee (spring 2021)	UC San Francisco
2020 – 2021	Lee Hibbard Graduated with PhD, Rhetoric and Composition Program; dissertation: “Preserving Play: Archival Practice in Queer Game Studies”; served on dissertation defense committee (summer 2021); graduate student currently holds a position as a postdoctoral scholar at the Georgia Institute of Technology	Purdue University
2021 – present	Emily Padilla PhD student, Department of Feminist Studies; research focus: queer video games and legal policy; scheduled to serve on qualifying exam committee	UC Santa Cruz

ADDITIONAL DOCTORAL STUDENT MENTORSHIP

Summer 2019	Nazely Hartoonian	Mentor	Competitive Edge
	Co-advised research (with Tess Tanenbaum) during program for diverse incoming doctoral students Project: "Video Game Character Customization and Gender Play"		
Summer 2018	Ian Larson	Mentor	Competitive Edge
	Advised student research during training program for diverse incoming doctoral students Project: "Social Economies of 'Skins' in Battle Royal Video Games"		
Summer 2018	Benedict Olgado	Mentor	Competitive Edge
	Advised student research during training program for diverse incoming doctoral students Project: "Video Game Archiving: Survey of Methods and Values"* *Student's research published in the proceedings of the 2019 iConference		
Summer 2017	Spencer Ruelos	Mentor	Competitive Edge
	Advised student research during training program for diverse incoming doctoral students Project: " <i>Undertale</i> as a Queer Video Game"		
Summer 2016	Amanda Cullen	Mentor	Competitive Edge
	Advised student research during training program for diverse incoming doctoral students Project: " <i>Overwatch</i> and Queer Video Game Fandom"		

MASTER'S STUDENTS SUPERVISED

2020 – present	Cass Zegura	M.S. advisor	Department of Informatics, UCI
	Research area: queer game studies and game development engines		
2017 – 2018	Erin Gordon	M.F.A. committee member	Curatorial Studies, UCI
	Thesis: "Sites of New Media: Using the Internet to Explore Touch, Sociality, and Preservation"; served on thesis defense committee (winter 2018)		
2016 – 2017	Calvin Liu	M.S. committee member	UC Irvine, Informatics
	Thesis: "Alternative Identity Mediation across Space and Performance," served on thesis defense committee (spring 2017)		

MASTER'S STUDENTS SUPERVISED (at outside institutions)

2016 – 2017	Matthew Balousek	M.F.A. committee member	UC Santa Cruz
	Thesis: "Opening the Horse: An Approach to Queer Game Design" (original games, performance installation, and thesis paper); Digital Arts and New Media program; served on thesis defense committee (spring 2017)		
2020 – 2021	Aubrey Isaacman	M.F.A. committee member	University of Southern California
	Thesis: " <i>Our First Kiss</i> : Exploring Queerness through Spectacle" (original game and thesis paper); Interactive Media & Games Division; served on thesis defense committee (spring 2021)		
2021 – present	Rosa van Opheusden	M.A. research internship supervisor	Utrecht University
	Research focus: queer tabletop role-playing games; Program in Gender Studies; supervising student in research training		
2021 – present	Hibby Thatch	M.A. committee member	University of Illinois at Chicago
	Research focus: transgender issues in video games and content moderation; Department of Communication; scheduled to serve on thesis defense committee		

UNDERGRADUATE STUDENTS SUPERVISED

2021 - 2022	Autumn Gahagan	Undergraduate Thesis Advisor	Campus-wide Honors, UCI Research focus: LGBT identity through <i>Dungeons & Dragons</i> roleplay
2017 – 2018	William Anderson	Mentor	UTeach program, UCI Advised student in developing and teaching original course: “Disney’s Revival”
2020 - 2021	Adrianna Burton	Mentor	UTeach program, UCI Advised student in developing and teaching original course: “Dungeons and Dragons”
2020 - 2021	Elizabeth Clayton	Undergraduate Thesis Advisor	Campus-wide Honors, UCI Thesis: "Body Negativity on the Platform Tiktok"
Spring 2018	Gustavo Figueroa	Mentor	Undergraduate Research Opportunity Program, UCI Research topic: “Video Game Characters and Reinforcement of Parental Gender Roles” *Student received Chancellor's Award for Excellence in Undergraduate Research
2018 – 2019	Nazely Hartoonian	Mentor	UTeach program, UCI Advised student in developing and teaching original course: “Horror Video Games”
Summer 2018	Nazely Hartoonian	Mentor	Summer Undergraduate Research Program, UCI Research topic: "Character Gender and Its Effects on Players' In-Game Violence"
Spring 2017	Robin LoBulgio	Directed research supervisor	University of Southern California) Independent study with undergraduate student, Interactive Media & Games Division Topic: Emotional connections between players and computer simulations
Spring 2020	Madison Nelson	Undergraduate Thesis Advisor	Campus-wide Honors, UCI Thesis: "The Relationship between LGBTQ Portrayal in American Media and National Policy"

INVITED CLASSROOM GUEST LECTURES

November 2021	Classroom guest lecture. Presentation to “L.A. in Transit: Communities, Organizations and Politics,” undergraduate course. Queer Studies Program, California State University Northridge.
April 2021	Classroom guest lecture. Presentation to “The History of the Body,” undergraduate course. Department of History, Bucknell University.
April 2021	Classroom guest lecture. Presentation to “Queer Theory and Video Games,” undergraduate course. Department of English, University of Calgary.
December 2020	Classroom guest lecture. Presentation to “Strange Games,” mixed undergraduate and graduate course. Department of Media and Information, Michigan State University
November 2020	Classroom guest lecture, “Queer Computing.” Presentation for Department of Gender Studies and Global Black Studies, Purchase College.
November 2020	Graduate seminar guest presentation, “Research and Professionalization.” Workshop presented for graduate students in the Department of Media Studies, University of Virginia.
November 2020	Graduate seminar guest presentation, “Queer Game Studies.” Workshop presented for “Cultural Studies Graduate Core Seminar” and “Media Arts and Sciences Colloquium” (co-hosted), Cultural Studies Program, University of Indiana.
October 2020	Classroom guest lecture, “LGBTQ Video Games.” Presentation to “Gender in Media Industries,” undergraduate course. Annenberg School for Communication & Journalism, University of Southern California.

- October 2020 **Classroom guest lecture**, “The Queer Games Avant-Garde.” Presentation to “Video Games: Theory and Analysis.” Department of Communication, Curry College.
- October 2020 **Classroom guest lecture**, “Ga(y)mes and Queer Game Studies.” Second annual presentation to “Queer Media Studies,” mixed undergraduate and graduate course, 20 students. Departments of Communication and Women, Gender, and Sexuality, Colorado University, Denver.
- November 2019 **Classroom guest lecture**, “Video Games Have Always Been Queer.” Presentation to “Gaming the System: The Political Potential of Play,” undergraduate course, 50 students. School of Art, Media, and Technology, Parsons (The New School), New York, NY.
- October 2019 **Classroom guest lecture**, “Ga(y)mes and Queer Game Studies.” Presentation to “Queer Media Studies,” mixed undergraduate and graduate course, 20 students. Departments of Communication and Women, Gender, and Sexuality, Colorado University, Denver.
- May 2019 **Classroom guest lecture**, “Video Games Have Always Been Queer.” Presentation to “Gender and Popular Culture,” undergraduate course, 250 students. Department of Gender and Sexuality Studies, University of California, Irvine.
- April 2019 **Classroom guest lecture**, “Video Games Have Always Been Queer.” Presentation to “Virtual Worlds and Communities,” graduate course, 20 students. Department of Arts, Technology, and Emerging Communication, University of Texas at Dallas.
- March 2019 **Classroom guest lecture**, “Video Games Have Always Been Queer.” Presentation to “Games and Social Justice,” undergraduate course, 10 students. College of Arts, Media, and Design, Northeastern University, Boston, MA.
- October 2017 **Classroom guest lecture**, “Queer Temporality and Chrononormativity in Video Games.” Presentation to “Video Games and the Politics of Play,” undergraduate course, 30 students. Department of Film and Media Studies, Smith College, Northampton, MA.
- September 2016 **Classroom guest lecture**, “Diversity and Conscientious Design.” Presentation to “Introduction to Interactive Entertainment,” undergraduate course, 100 students. Interactive Media and Games Division, University of Southern California, Los Angeles, CA.

ADDITIONAL TEACHING ACTIVITIES

- March 2020 **Workshop coordinator and leader**, “Twitter Professionalization for Graduate Students.” Presentation to doctoral students in UC Irvine’s Program in Visual Studies. *Cancelled due to COVID-19.
- November 2019 **Mentorship session presenter**. Invited speaker in graduate student association meeting; offered advice to doctoral students in Computational Media program. University of California, Santa Cruz.
- October 2019 **Guest expert playtester**, “Game Design 101.” Invited participation in “Game Design 1” class, graduate MFA course, 30 students. New York University Game Center, New York, NY.
- March 2017 **Informational panel**, “Getting into Queer Game Studies”
Organized and facilitated Q&A panel discussion for students interested in pursuing queer games research. The Queerness and Games Conference, Los Angeles, CA.
- December 2017 **Zine-making workshop and non-profit collaboration**, L. A. Zine Fest
Collaborated with arts organization L.A. Zine Fest to facilitate a zine-making workshop and develop a zine-based final project for USC course “Video Games, Identity, & Diversity”
- June 2017 **Participation in Game Educators Summit**
International workshop of university-level game instructors, Gotland Campus, Uppsala University.

- January 2016 **Peer-to-peer workshop**, “Techniques for Making Classrooms ‘Safer’”
Invited leader of workshop meeting with UC Berkeley’s Comparative Literature teaching committee.
- 2014, 2015 **Game design workshop**, “Queer on Campus”
Co-developed, co-taught, and secured funding for intensive extracurricular program (6 day-long sessions) training undergraduate teams to build queer video games using Unity and Twine.
- 2014, 2015 **Pedagogy training**, UC Berkeley Center for American Culture
Selected to design and lead official pedagogy training for graduate student instructors teaching courses about race in American society; invited based on success as teacher of American Cultures courses
- 2007 - 2008 **English as a second language teaching**, French government “Assistantship” program
Taught English to students in two vocational high schools in Grasse, France; developed original materials for teaching English to non-native speakers at a range of learning levels.

ACADEMIC COMMUNITY LEADERSHIP (editorial roles)

- 2021 - 2026 **Co-Editor-in-Chief**, *Journal of Cinema and Media Studies*
Prestigious, influential position as co-leader (with collaborator Elizabeth Ellcessor, University of Virginia) of the premier peer-reviewed journal for the field of media studies; selected by the executive board of the Society of Cinema and Media Studies; contracted for five-year term; responsibilities include: selecting and overseeing an editorial board, managing the day-to-day operations of the journal, reviewing submissions and editing accepted work, community building efforts.
- 2019 - present **Book series co-editor**, “Queer / Trans / Digital,” New York University Press
Co-editor with Amanda Phillips and micha cárdenas of first academic book series about queer and transgender issues in digital media. First book under contract; expected publication fall 2022.
- 2021 – present **Lead editor of special issue**, “Trans Game Studies,” *Communication, Culture and Critique* (publication expected spring 2023)
Co-editor with Whit Pow of special issue about the intersection of transgender issues and games. Issue will contain an original scholarly introduction by the Ruberg and Pow, six peer-reviewed articles, and a Forum section with ten short essays solicited and edited by Ruberg and Pow.
- 2020 – present **Lead editor of special issue**, “Gender and Sexuality in Live Streaming,” *Television and New Media* (publication expected 2022)
Co-editor with Johanna Brewer of special issue of interdisciplinary research about live streaming. Issue contains an original scholarly introduction by the Ruberg and Brewer and nine peer-reviewed articles.
- 2020 – present **Co-editor of collection**, *Live Streaming Culture* (under review; publication expected spring 2023)
Co-editor with Johanna Brewer, Amanda Cullen, and Christopher Persaud of edited volume about cultural issues in live streaming. Volume contains an original scholarly introduction by Brewer, Ruberg, Cullen, and Persaud and twenty peer-reviewed book chapters.
- 2016 – 2018 **Lead editor of special issue**, “Queerness and Video Games,” *Game Studies* (December 2018)
Co-editor with Amanda Phillips of landmark special issue of a top game studies journal. Issue contains an original scholarly introduction by Ruberg and Phillips and eleven peer-reviewed articles.
- 2014 – 2017 **Lead editor of collection**, *Queer Game Studies* (2017), University of Minnesota Press
Co-editor with Adrienne Shaw. Foundational text for subfield of queer game studies. Volume contains an original scholarly introduction by Shaw and Ruberg and twenty-six peer-reviewed chapters.
- 2016 – 2017 **Co-editor of special section**, “In Practice: The Queerness and Games Conference,” *Camera Obscura* (September 2017)
Co-editor with Teddy Pozo and Christopher Goetz. Special section explores theory/praxis work in queer game studies. Contains a scholarly introduction by Pozo, Ruberg, and Goetz and three articles solicited and edited by Pozo, Ruberg, and Goetz.

- 2014 - 2015 **Editor of special issue**, “Dispatches from the 2014 Queerness and Games Conference,” *First Person Scholar* (January 2015)
Issue contains a scholarly introduction Ruberg and six peer-reviewed articles.

ACADEMIC COMMUNITY LEADERSHIP (conference organizing)

- 2019 - present **Board member**, QGCon Collective
Advisory role for the non-profit organization that has grown out of the annual Queerness and Games Conference; responsibilities include attending quarterly board meetings and offering guidance on conference organizing. Non-profit registered in Montreal, Canada.
- 2013 – 2018 **Co-founder and lead organizer**, The Queerness and Games Conference (QGCon)
Led the year-round organizing efforts of an innovative annual conference bringing together academics, developers, and activists to explore LGBTQ issues and video games. Approximately 300 attendees and 50 presenters per year. Held at UC Berkeley (2013, 2014, 2015), the University of Southern California (2017), Concordia University (2018 and 2020).
- September 2019 **Lead organizer**, Inclusive Streaming Initiative Conference
Secured grant funding for and oversaw the organization of a two-day research workshop featuring an international group of leading live streaming scholars; event included research presentations, collaborative writing, public panel, and grad student mentorship. Irvine, CA.
- October 2019 **Unconference facilitator**, “What Matters to You in Indie Games Today?”
Community-oriented session with zine making, IndieCade 2019, Santa Monica, CA.
- October 2018 **Chair of conference track**, Think:Indie, IndieCade, Santa Monica, CA. Organizer in charge of conceptualizing, coordinating, and presenting three panels on social issues in games: “Games and Activism,” “Indies of Color,” and “Games and Labor.”

ACADEMIC COMMUNITY LEADERSHIP (organizational roles)

- 2021 - 2023 **Co-Chair**, Video Game Studies Special Interest Group, Society of Cinema and Media Studies (SCMS). Responsibilities: oversee operations of one of the largest SIGs in the SCMS community; organize events at the SCMS conference and throughout the year in support of humanistic game studies research; mentor graduate student committee members.
- 2021 - 2022 **Committee member**, Best First Book Award Committee, Society of Cinema and Media Studies
Responsibilities: review 56 full submitted monographs, selecting a shortlist of top choices and collaborating with fellow committee members on final selection.
- 2021 **Executive board member**, 2021 Esports Conference
Invited member of advisory and reviewing board for annual esports conference hosted at UC Irvine. Responsibilities: consult on diversity components of conference, review submissions.
- 2017 – present **Diversity and Inclusion Board member**, Higher Education Video Game Alliance (HEVGA).
Consultant on initiatives related to diversity and video games; contributed to HEVGA diversity “value statement” (April, 2018) and related white paper (October 2017).

ACADEMIC COMMUNITY SERVICE (panel and session chairing)

- August 2021 **Co-organizer and co-presenter**, “Info Session: How to Write a Successful Submission for the Society of Cinema and Media Studies Conference.” Event organized by the executive committee of the Video Game Studies Special Interest Group, of which I serve as co-chair.
- March 2021 **Panel organizer and chair**, “Queer Embodiment in Video Games: Erotic Encounters with Computational Technologies.” Society of Cinema and Media Studies (SCMS). Selected for sponsorship by SCMS Queer and Transgender Caucus. *Cancelled due to COVID-19.

- June 2020 **Panel organizer and chair**, “Broadcast Bodies: Gender and Sexuality in Video Game Live Streaming.” Digital Games Research Association Conference (DiGRA), Tampere, Finland. *Cancelled due to COVID-19.
- June 2020 **Panel organizer and chair**, “Holes, Gaps, and Boundaries: Creating Queer Spaces in Games.” Digital Games Research Association Conference (DiGRA), Tampere, Finland. *Cancelled due to COVID-19.
- April 2020 **Panel organizer and chair**, “Queer Embodiment in Video Games: Erotic Encounters with Computational Technologies.” Society of Cinema and Media Studies (SCMS), Denver, CO. Selected for sponsorship by SCMS Queer and Transgender Caucus. *Cancelled due to COVID-19.
- November 2019 **Panel organizer and chair**, “Race, Gender, and Video Games: Exploring Alternatives.” National Women’s Studies Association Conference (NWSA), San Francisco, CA.
- September 2019 **Panel organizer**, “Video Game Live Streaming: Possibilities for Diversity and Inclusion.” Public panel featuring visiting scholars in affiliation with the Inclusive Streaming Initiative Conference, Irvine, CA.
- May 2019 **Panel organizer and chair**, “Disrupting the Boundaries of Game Studies: Feminist and Queer Interventions.” International Communication Association (ICA), Washington, DC.
- March 2019 **Panel organizer and chair**, “The End of Queerness: Confronting Queer Loss. Erasure, Disavowal, and Death in Video Games.” Society of Cinema and Media Studies (SCMS), Seattle, WA. Selected for sponsorship by Queer Caucus and Video Game Studies Special Interest Group.
- March 2017 **Panel organizer and chair**, “Video Games and Queer Affect.” Society of Cinema and Media Studies (SCMS), Chicago, IL. Official sponsorship selection of Queer Caucus and Video Game Studies Special Interest Group.
- March 2015 **Panel organizer and chair**, “How to Create Safe Spaces at Game Events,” Game Developers Conference, San Francisco, CA.
- October 2017 **Session chair and workshop leader**, “Games and Politics: Where Do We Stand?” and “Games and Politics: Taking Action. IndieCade, Los Angeles, CA.
- June 2017 **Workshop co-instructor**, “Intersections of Digital Humanities and LGBTTIQ+ Studies,” Digital Humanities Summer Institute, University of Victoria.
- October 2016 **Unconference co-facilitator**, IndieCade “Think:Indie” unconference, Los Angeles, CA.
- June 2015 **Workshop co-facilitator**, “Where Is the Queerness in the Digital Humanities?”, Digital Humanities Summer Institute, Victoria.

ACADEMIC COMMUNITY SERVICE (editorial advising)

- 2020 - present **Associate editor**, *Afterimage: The Journal of Media Arts and Cultural Criticism*. Responsibilities include: soliciting, reviewing, and consulting on submissions related to digital media.
- 2020 - present **Editorial board member**, *Television and New Media* journal.
- 2020 - present **Editorial board member**, *Communication, Culture and Critique* journal.
- 2019 - present **Editorial advisory board member**, *The Velvet Light Trap* journal.
- 2019 - present **Editorial advisory board member**, book series: “Power Play: The Cultural Promise of Video Games.” Series editors Jennifer Malkowski and TreaAndrea Russworm. Duke University Press.

- 2020 - present **Member**, Board of Reviewers, *IDEAH: Interdisciplinary Digital Engagement in Arts and Humanities* journal.
- 2018 - present **Member**, Board of Reviewers, *Game Studies* journal.

SERVICE THROUGH EXPERT CONSULTING

- June 2021 **Consultant**, Twitch Interactive. Provided consulting to the technology company that runs Twitch.tv on promotion diversity and inclusion on the platform through revised policies.
- April 2021 **Expert witness**, United States Copyright Office's Digital Millennium Copyright Act hearing. Provided testimony on the importance of provided open institutional access to historical video games. Participated in collaboration with Harvard Law School's Cyberlaw Clinic.
- March 2020 **Consultant**, Digital Culture book series, University of Michigan Press. Provided expertise in development of new interdisciplinary book series addressing digital media.
- August 2019 **Consultant**, Digital Studies Institute, University of Michigan. Invited participant in two-day consulting workshop on the creation of an intensive summer educational program.
- November 2018 **Consultant**, Smithsonian Museum of American History and Smithsonian American Art Museum. Invited participant in two-day consulting workshop on the creation of upcoming video game exhibitions and summer 2019 SAAM independent game arcade.

ADDITIONAL ACADEMIC COMMUNITY SERVICE

- March 2017 **Ambassador**, Different Games Collective, Game Developers Conference, San Francisco, CA.
- March 2017 **Volunteer**, Society of Cinema and Media Studies Queer Caucus community engagement
- March 2017 **Volunteer**, Society of Cinema and Media Studies Video Game Studies SIG social media team

SERVICE TO THE UNIVERSITY OF CALIFORNIA, IRVINE

Service to the University of California (system-level)

- 2021 – 2023 **Divisional Representative** to the University-Wide Senate Assembly
Nominated to represent UCI's School of Humanities for a two-year term in senate assembly constituted of members from all University of California campuses; four meetings annually including one at the Office of the President in Oakland, CA; divisional representatives also attend four annual meetings of the UC Irvine university-wide academic senate assembly.

Service to the University of California, Irvine (campus-level)

- 2021 - present **Committee member**, Gender Affirmation Taskforce
Invited to serve on high-level university committee for implementing protocols in support of transgender and non-binary students, staff, and faculty; committee meets monthly; working in collaboration with UCI's LGBT Resource Center to develop educational resources; committee organized and led by Vice Provost Douglas Haynes in UCI's Office of Inclusive Excellence.
- 2019 - present **Council member**, Illuminations Campus Council
Invited to serve 3-year term as reviewer of applications for event grants for Illuminations: The Chancellor's Arts and Culture Initiative. Cross-disciplinary, university-level council.
- 2019 - 2021 **Committee member**, Esports Faculty Advisory Committee
Invited member of faculty committee providing oversight for UCI's Esports Arena and related

esports research initiatives; contributed expertise on diversity and gender in gaming; co-author of extensive FAQ document explaining esports operations at UCI.

- 2021 **Steering committee member**, UTeach
Member of committee that reviews and assesses submissions to UCI's UTeach program, in which undergraduates apply to develop and teach their own original seminar courses.
- 2021 **Fellowship judge**, LGBTQ+ Graduate Division Fellowship
Faculty judge invited to assess applications from UCI graduate students for the inaugural summer 2021 LGBTQ+ Fellowship offered by the Graduate Division Associate Dean for Student Success.
- May 2020 **Organizer**, Game Jam, "Joy and Play: Cultural Games by People of Color"
Faculty coordinator for hands-on, student-oriented event about using game design to challenge common narratives about the experiences of people of color; featuring video game industry experts; funded by Illuminations Campus Council Grant. *Cancelled due to COVID-19
- April 2020 **Organizer**, Zine Making Workshop
Faculty coordinator for workshop led by the non-profit L.A. Zine Fest; includes zine library, zine history lesson, and original zine making; funded by Illuminations Campus Council Grant. *Cancelled due to COVID-19.
- 2018 – 2019 **Committee Member**, SB 179 Gender Recognition Act Steering Committee
University-level steering committee addressing Senate Bill 179 Gender Recognition Act; member of Education and Training Subcommittee and co-author of committee report to chancellor.
- 2019 **Peer Review Subcommittee Member**, Society of Literature, Science, and the Arts
Invited member of committee reviewing submissions to interdisciplinary conference hosted at the University of California, Irvine. Provided peer reviews for two dozen abstract submissions.
- 2017 – 2018 **Member**, Esports Diversity and Inclusion Taskforce
Participant in cross-university taskforce addressing diversity issues pertaining to Esports at UCI. Co-authored article on best practices for fostering inclusion in university Esports initiatives.
- November 2018 **Organizer**, Games at Play Arcade and Illuminations Grant
Secured funding for and led organization of arcade of experimental video games with associated "talk-back" session with visiting designers; event open to the public and oriented toward UCI undergraduates.
- January 2018 **Speaker**, "Meet the Faculty: Professor Bonnie Ruberg and LGBTQ Video Games"
Invited speaker at diversity-focused Community Programming event for undergraduate students

Service to the School of Humanities (school-level)

- October 2020 **Presenter**, "Faculty Q&A," UCI Art History Undergraduate Association
Invited as guest speaker for two-hour question and answer session with undergraduate students from UCI's Art History department
- 2018 - 2020 **Faculty sponsor**, "Queer Academy" Humanities Research Cluster
Provided support and mentorship for graduate students organizing educational and community events around "practices and research at the margins;" delivered invited guest lecture April 2019

Service to the Department of Film and Media Studies and the Program in Visual Studies (department-level)

- 2020 – 2022 **Visual Studies Graduate Committee member**, Graduate Program in Visual Studies
Member of four-person committee overseeing graduate admissions process for Visual Studies PhD program (100 applications annually, includes interviews and recruiting events), reviewing graduate program petitions, and advising on graduate program issues on an ad hoc basis.

- Fall 2021 **Academic personnel review committee chair** (promotion from assistant professor II to assistant professor III), Department of Film and Media Studies
Lead faculty member on a two-person committee reviewing a colleague's promotion file; lead author of departmental assessment letter
- Fall 2021 **Academic personnel review committee member** (promotion from full professor step III to full professor step IV), Department of Film and Media Studies
Supporting faculty member on a three-person committee reviewing a colleague's promotion file; co-author of departmental assessment letter
- Spring 2021 **Committee member**, Tonelli Undergraduate Writing Awards Committee, Department of Film and Media Studies
Reviewed submissions for the annual departmental awards recognizing outstanding undergraduate work in film studies and media studies respectively; reviewed 21 submitted essays.
- October 2021 **Panel participant**, TA training workshop, Program in Visual Studies
Invited participant in panel of faculty providing guidance for Visual Studies doctoral students about how to succeed in the classroom as a teaching assistant (TA).
- February 2021 **Guest speaker**, DECADE faculty chat talk series, Program in Visual Studies
Invited featured presenter in Diverse Educational Community and Doctoral Experience (DECADE) Q&A session with Visual Studies doctoral students
- Fall 2020 **Academic personnel review committee member** (promotion to associate professor with tenure), Department of Film and Media Studies
Supporting faculty member on a three-person committee reviewing a colleague's promotion file; co-author of departmental assessment letter
- Fall 2020 **Academic personnel review committee member** (promotion to associate professor of teaching), Department of Film and Media Studies
Supporting faculty member on a two-person committee reviewing a colleague's promotion file; co-author of departmental assessment letter
- Summer 2020 **Faculty Coordinator**, Division of Teaching Excellence and Innovation fellows, Department of Film and Media Studies
Appointed faculty member overseeing three doctoral student fellows as part of a summer program in which graduate students help faculty develop digital materials for online teaching.
- 2020 - present **Committee member**, Film and Media Studies PhD Program Committee
Member of faculty committee preparing proposal for PhD Program in Film and Media Studies; contributing expertise in digital media and video games.

Service to the School of Information and Computer Sciences (school-level service in previous appointment)

- 2018 – 2019 **Contributor**, proposal for Game Design and Interactive Media major
Assisted in planning the redevelopment of undergraduate game major; created proposals for two new courses: Games and Diversity and Cultures of Play.
- 2018 – 2019 **Faculty advisor** on diversity and harassment, Video Game Development Club
Advising officers of large, undergraduate game development club on creating a safe, welcoming environment for diverse students; consult on programming focused on women in gaming.
- September 2017 **Panelist**, Dean's Welcome for New Students: Faculty Panel
- February 2017 **Panelist**, "Tech Meets Pride: Connecting LGBTQ Students to Faculty and Industry" panel

Service to the Department of Informatics (department-level service in previous appointment)

- 2017 – 2019 **Chair**, Informatics Graduate Admissions Committee
Primary responsibility for coordinating graduate admissions for the Informatics Ph.D. and Informatics M.S. programs. Tasks include: leading faculty committee, review of graduate applications, synthesizing feedback from department faculty, interfacing with administration; serving as contact for prospective students; management of recruitment fellowship applications.
- 2019 **Faculty coordinator**, Informatics Department Colloquium
Assembled and managed weekly speaker series (fall 2020 – spring 2021) that included 24 Talks, many from visiting scholars; led effort to increase diversity-focused scholarship in series.
- October 2017 **Panelist**, “Academic Job Market” faculty panelist

SERVICE TO THE UNIVERSITY OF SOUTHERN CALIFORNIA

- 2015 – 2017 **Co-chair and co-founder**, Safer Spaces Committee
Conceptualized and organized faculty committee working to support diverse students and foster inclusivity in the classroom, Interactive Media & Games Division
- 2015 – 2016 **Co-organizer**, Playthink: Art Game Salon
Identified and coordinated speakers for monthly colloquium, Interactive Media & Games Division
- 2015 – 2017 **Project consultant**, game design and development projects
Offered formal, solicited feedback on a variety of video games produced within the Interactive Media & Games Division, including MFA thesis projects, undergraduate capstone projects, and faculty-led projects associated with the Game Innovation Lab.
- November 2015 **Info session speaker**, “Professionalization and the Academic Job Market”
Invited to lead information session for doctoral students, Interactive Media Arts + Practice
- October 2015 **Organizer**, QGCon Local
Planned and executed one-day version of the Queerness and Games Conference (main 2015 event held at UC Berkeley); collaborated with LGBTQ non-profit The Lavender Effect
- March 2015 **Coordinator**, USC Society of Fellows special event
Proposed and planned visiting scholar talk on queerness and video games by Prof. Adrienne Shaw

SERVICE TO THE UNIVERSITY OF CALIFORNIA, BERKELEY

- 2014 - 2015 **Co-leader and co-founder**, “Queer on Campus” game design workshop
Developed, coordinated, secured grant funding for, and taught intensive extracurricular program training undergraduate teams to build queer video games; games featured in the Queerness and Games Conference arcade
- March 2015 **UC Berkeley representative**, University of California Computer Games Workshop
Selected to represent UC Berkeley at UC-wide faculty meeting to discuss future of video games research in the University of California system
- 2013 - 2015 **Research associate**, “Color of New Media” collective
Contributor to group research on digital media and social issues; consultant on development of Constellate, original text analysis and topic-modeling tool for Digital Humanities scholarship
- 2011 - 2014 **Committee member**, Comparative Literature Teaching Committee
Graduate instructors improve undergraduate education and facilitating pedagogical training

2013 - 2014

Undergraduate Mentor, Comparative Literature Mentorship Program

Participated in mentoring of first-generation undergraduates majoring in Comparative Literature

ACADEMIC SERVICE AS PEER REVIEWER

Letter writing for promotion to tenure:

October 2021	Department of Computational Media, University of California, Santa Cruz
October 2021	Department of Performance, Play, and Design, University of California, Santa Cruz

Peer reviewing of journal articles:

October 2021	<i>Sexualities</i>
September 2021	<i>Just Tech</i> (Social Science Research Council)
May 2021	<i>Convergence: The International Journal of Research into New Media Technologies</i>
March 2021	<i>Convergence: The International Journal of Research into New Media Technologies</i>
March 2021	<i>Game Studies</i>
March 2021	<i>Communication, Culture and Critique</i>
March 2021	<i>Journal of the American Musicology Society</i>
February 2021	<i>Information, Communication, and Society</i>
January 2021	<i>IDEAH: Interdisciplinary Digital Engagement and Humanities</i>
December 2020	<i>Game Studies</i>
October 2020	<i>Afterimage: The Journal of Media Arts and Cultural Criticism</i>
October 2020	<i>Games and Culture</i>
September 2020	<i>Synoptique</i>
July 2020	<i>Verge: Studies in Global Asias</i>
June 2020	<i>Game Studies</i>
May 2020	<i>Big Data and Society</i>
May 2020	<i>Continuum</i>
March 2020	<i>ROMchip: A Journal of Game Histories</i>
February 2020	<i>The Velvet Light Trap</i>
January 2020	<i>The Velvet Light Trap</i>
September 2019	<i>Transformative Works and Cultures</i>
June 2019	<i>ROMchip: A Journal of Game Histories</i>
June 2019	<i>Journal of Gaming and Virtual Worlds</i>
April 2019	<i>Human Technology</i>
April 2019	<i>New Media and Society</i>
April 2019	<i>Human Technology</i>
April 2019	<i>The Velvet Light Trap</i>
2018	<i>Game Studies</i>
July 2017	<i>Feminist Media Studies</i>
June 2017	<i>QED: A Journal in GLBTQ Worldmaking</i>
June 2017	<i>QED: A Journal in GLBTQ Worldmaking</i>
May 2017	<i>Bodies of Information</i> (edited volume with peer review)
September 2016	<i>TRACE: A Journal of Writing, Media, and Ecology</i>
May 2016	<i>Sexualities</i>

Peer reviewing of conference proceedings:

November 2019	Conference on Human Factors in Computing Systems (CHI)
October 2019	iConference
March 2019	Designing Interactive Systems (DIS)
November 2018	Conference on Human Factors in Computing Systems (CHI)
October 2018	iConference
November 2016	Conference on Human Factors in Computing Systems (CHI)

Peer reviewing of book proposal and manuscripts:

September 2021	Palgrave MacMillan (proposal and sample chapter reviewer)
August 2020	Bloomsbury Academic (reviewer for paperback edition)
March 2020	University of Michigan Press (proposal and sample chapters reviewer)
February 2020	New York University Press (blurb writer)
January 2019	Routledge (proposal reviewer)
June 2018	Palgrave Macmillan Press (blurb writer)
May 2018	Nebraska University Press (full manuscript reviewer)

Peer reviewing of conference presentation abstracts:

August 2021	Esports Conference
May 2021	Association of Internet Researchers (AoIR) Conference
February 2020	Digital Games Research Association (DiGRA) Conference
August 2019	ReFig: Refiguring Innovation in Games
June 2019	Society for Literature, Science, and the Arts Conference

Reviewing as festival juror:

July 2017	CHI Play Student Game Competition
October 2016	IndieCade: The Independent Game Festival

Additional expert reviewing:

November 2021	MIT Press digital media studies book list evaluation
November 2021	Honors Project Examination, RMIT, Melbourne, Australia

PROFESSIONAL TRAINING

Fall 2021	Women and Non-Binary Associate Faculty Initiative , UCI Humanities Center Weekly group meetings and writing sessions designed to foster faculty research at the associate level
June 2017	Fundamentals of Programming for Humanists , Digital Humanities Summer Institute Intensive weeklong course teaching coding basics; final projects built in Java programming language
June 2015	Feminist Digital Humanities , Digital Humanities Summer Institute Intensive weeklong course involving hands-on digital making projects, readings, and discussions
Summer 2014	Summer Institute for Preparing Future Faculty , UC Berkeley Two-month program training advanced doctoral students in skills relevant to tenure-track faculty
Fall 2010	Pedagogy Training Seminar , Department of Comparative Literature, UC Berkeley Weekly instructional meetings led by the director of the College Writing Program

RESEARCH GROUP MEMBERSHIP

2018 – present	Critical Approaches to Technology and the Social (CATS) lab
2018 – present	Inclusive Streaming Initiative
2018 – present	Transformative Play Lab
2018 – present	UC Consortium for the Study of Women's, Gender, and Sexuality Histories in the Americas

PROFESSIONAL ORGANIZATION MEMBERSHIP

2014 – present	American Studies Association (ASA)
2017 – present	Digital Games Research Association (DiGRA)

2014 – present Fembot Collective/FemTechNet
2019 – present International Communication Association (ICA)
2017 – present Higher Education Video Game Alliance (HEVGA)
2016 – present Humanities, Arts, Sciences, and Technology Alliance (HASTAC)
2017 – present Popular Culture Association/American Culture Association (PCA/ACA)
2014 – present Society for Cinema & Media Studies (SCMS)

CAUCUS & SIG MEMBERSHIP

2018 - present American Studies Association Digital Humanities Caucus
2019 - present International Game Developers Association LGBTQ+ Special Interest Group
2014 – present SCMS Queer Studies Special Interest Group
2014 – present SCMS Women’s Special Interest Group
2014 – present SCMS Video Games Special Interest Group